



Cub Pack Program Planner

Attendance:

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Attendees / Total

Theme	Enjoying Games with Friends [1].	Meeting	Indoor	Date	
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Time	Activity	Leader	Equipment Required etc.
	Coming In Game – Puzzle Time.		Jigsaw Puzzles.
7.00	Opening Parade.		Flags.
7.05	Game – Heads and Hands.		Soft Ball.
7.15	Game – Jump the Ocean.		Chalk.
7.25	Yarn.		
7.45	Activity – Funny Face.		Funny face image, pencils and paper.
7.55	Game – Keep the Basket Full.		Basket & balls.
8.05	Game – Who Am I?		Name cards, sticky tape.
8.15	Game – Stop Thief!		Lollies.
8.25	Closing Parade.		Flags.

General Comments
<p>Check program before conducting to ensure all equipment is ready.</p> <ul style="list-style-type: none"> • Purchase lollies. • Draw a funny face picture. • Create name cards.

Coming – In Game: Puzzle Time.

Place parts of one or two puzzles around the hall. On arrival, a Cub Scout is given a part of the picture and has to find the rest of the puzzle. Cub Scouts can join in and help as they arrive.

Game: Heads and Hands.

Form a circle and involve everyone. The Leader is in the center with a ball. This is thrown to anyone in the circle, the Leader calling either 'Heads' or 'Hands'. The person must do whatever is asked, ie if 'Heads' is called they must hit the ball back to the Leader with their head, if 'Hands' is called they must catch the ball and throw it back to the Leader. If they fail, they are out. To make it more interesting, tell them the opposite must be done.

Game: Jump the Ocean.

Draw two chalk lines on the floor, starting together and ending wide apart. Players in turn 'follow their leader' and leave their home to travel across the sea. The game starts at the narrow end of the ocean and moves along so that the ocean becomes wider. In this way by process of elimination you ascertain which Cub Scouts can 'jump' the ocean and which ones have to swim for it.

Yarn: Choose any yarn that you like.

Activity: Funny Face.

Cubs are shown a card with the 'funny face' on it, for a minute or two. When their brief look is up, Cubs attempt to draw the face from memory.

Game: Keep the Basket Full.

One person has the basket in which the balls are placed, about 15 – 20. As quickly as possible they pick up the balls, one at a time and roll them across the room. The rest of the Pack race after the balls, retrieve them and return them to the basket. The aim is to never let the basket become empty.

Game: Who Am I?

Each player has a card taped to their back on which is written the name of some well-known person or character. The players then try to discover 'their' identity by asking questions, to which only yes or no answers may be given. This game can be arranged to finish quickly, with the winner being the first to discover their identity.

Game: Stop Thief!

Tell the Cubs that it is a dark foggy night and a jewellery shop has been robbed of valuable jewels. Cub Scouts happened upon them and scared them away, but they dropped the jewels. It is now their job to find them. Cub Scouts take off their shoes and feel for the jewels (lollies – hard boiled and in wrappers), with their feet, in the dark.